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*Special Forces Dockside: A small tournament map which takes place during a stormy night in a run down harbor setting. Both teams must locate and secure two cargo containers containing biological agents. The first team to secure and hold both containers wins. This mission's spawn points and container locations are randomly selected each round. This mission also features breachable doors and usable automatic doors.*

## New version of Army game released in October

**Donna Hyatt**  
The Fort Benning Bayonet

Following the success of the computer game "America's Army," a new Xbox and PlayStation 2 console version called "America's Army, Rise of a Soldier" was unveiled Aug. 17 at Fort Benning, Ga.

Three years ago the Army released "America's Army," a free computer game originally created for recruiting purposes, which became an instant gaming success.

At last count, the Army estimates there are more than 5.5 million registered players of "America's Army," making it the fifth most popular computer game played in the world.

More gamers play on a console such as Xbox and PS2 than on a computer, said Col. Casey Wardynski, an internal consultant from the U.S. Military Academy, and Army project director for "America's Army, Rise of a Soldier."

The new game was designed in con-

junction with Ubisoft, a leading international developer, publisher, and distributor of interactive entertainment products.

"The PC version and the new version are different, but we took a lot of the experience and the look of the game from the PC game," said Tony Van, the executive producer for Ubisoft. "There are some things completely unique about 'America's Army, Rise of a Soldier,' but anyone who played the (computer) game will notice some things we kept from the original."

Van said it took about one year to develop the new console-only version of the Army game.

"We did a number of motion-captures with different special forces Soldiers and filmed different locations around the world to make it as authentic as possible," he said.

"We've had a number of Army personnel come through during its development," Van said. "Everyone's remarked

how realistic it is, how authentic it is and how all the details are exactly right."

According to Van, the new console game has a number of extra things, such as a full character model that can be created from the ground up, and the option of playing alone or as part of a team.

"You can go anywhere from recruit to special forces," he said. "It has an open-ended career mode so a player can choose how to move through their Army career."

"You start with no skills, and as you go through the game and build up skills, you create a custom character that increases your own ability and the ability of your teammates," Van said.

"America's Army, Rise of a Soldier" went on sale in early October.

The original "America's Army" game is based upon the different training schools and terrain found at Fort Benning.

"There's a reason for that," Wardynski said. "Many of the kids playing it are

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## Web site

### From front page

tion on points of contact in the Garrison Public Affairs Office, and PAOs in other tenant organizations.

The photo gallery will soon begin to fill up with a collection of photos not used in the newspaper because of space issues. They will be grouped by week and then by story subject.

"Because we've had many requests from readers for more photos taken at events, I decided to add more photos to the 'Photo Gallery [in the menu bar],' Horne said.

Also, due to lack of available editorial space in the paper, there is now a direct link to the Army News Service homepage in the side bar.

"The Army News Service Web page is a great place to stay current with everything that is happening around the Army. There just isn't enough space in the APG News to

cover Army News each week," Horne said.

The "Archive" button on the menu bar still works the same, but papers are only readable by portable document format (pdf.), using Adobe Acrobat Reader 7.0, which is available for free download on the homepage. APG News issues are archived back to 2000.

The "History" button on the menu bar hasn't changed much, but Voshell, being a history buff, researched and found some old copies of the APG News predecessor, "The Flaming Bomb" from Jan. 21,

1943. This issue is now available for all history buffs to enjoy.

The other link that hasn't changed is the "Advertise in APG News" button on the menu bar. This is a direct link to Homestead Publishing Company, which publishes APG News, for inquiries about classified advertising in the post newspaper.

"Should anyone wish to call Homestead, their number is 410-838-4400," Horne said.

"Who knows, this new Web design may lead to a new design for the front page of the paper," she said.